

Guide to Energy Symbols

Throughout this document, when Energy symbols are found in attack cost, Weakness, Resistance, Retreat Cost, and Pokémon type, they will be noted as the following:

G: Grass Energy symbol
R: Fire Energy symbol
W: Water Energy symbol
L: Lightning Energy symbol
P: Psychic Energy symbol
F: Fighting Energy symbol
C: Colorless Energy symbol
D: Darkness Energy symbol
M: Metal Energy symbol

To prevent confusion, within card text itself, the symbols will be contained within brackets. For example, {R} would denote one Fire Energy symbol.

Guide to Rarity Symbols

Throughout this document, letters have been used to represent rarity symbols.

H: rare Holo
R: rare
U: Uncommon
C: Common
R-EX: rare Holo ex
R-HS: rare Holo ☆

Thus, a card with the text “Rarity: C” would be a common card.

Ampharos

120 HP

Pokémon Type: L

Stage 2 Pokémon

Evolves from Flaaffy

Illus. Kyoko Umemoto

[Poké-Power] Energy Connect

As often as you like during your turn (before your attack), you may move a basic Energy card attached to 1 of your Benched Pokémon to your Active Pokémon. This power can't be used if Ampharos is affected by a Special Condition.

LCC Miraculous Thunder 50

You may discard all {L} Energy attached to Ampharos. If you do, the Defending Pokémon is now Burned and Confused.

Weakness: F

Resistance: M
Retreat Cost: CC
Collector Number: 1/115
Rarity: H

Ariados

70 HP
Pokémon Type: G
Stage 1 Pokémon
Evolves from Spinarak
Illus. Mitsuhiro Arita
C Reactive Poison 10+
Does 10 damage plus 30 more damage for each Special Condition affecting the Defending Pokémon.

G Spider Trap

The Defending Pokémon is now Asleep and Poisoned. Before applying this effect, you may switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. If you do, the new Defending Pokémon is now Asleep and Poisoned. Your opponent chooses the Defending Pokémon to switch.

Weakness: P
Retreat Cost: C
Collector Number: 2/115
Rarity: H

Bellossom

90 HP
Pokémon Type: G
Stage 2 Pokémon
Evolves from Gloom
Illus. Kouki Saitou

G Green Dance

Search your deck for up to 2 {G} Pokémon, show them to your opponent, and put them into your hand. Shuffle your deck afterward. If you put any {G} Pokémon into your hand, you may switch Bellossom with 1 of your Benched Pokémon.

CCC Full Bloom 50+

If you have at least 3 Bellossom in play, this attack does 50 damage plus 50 more damage.

Weakness: R
Resistance: W
Retreat Cost: C
Collector Number: 3/115
Rarity: H

Feraligatr

120 HP
Pokémon Type: W

Stage 2 Pokémon

Evolves from Croconaw

Illus. Masakazu Fukuda

[Poké-Body] Intimidating Fang

As long as Feraligatr is your Active Pokémon, any damage done to your Pokémon by an opponent's attack is reduced by 10 (before applying Weakness and Resistance).

WC Pull Away 30

If your opponent has 5 or more cards in his or her hand, your opponent discards a number of cards until your opponent has 4 cards left in his or her hand.

WCC Tonnage 50+

You may do 50 damage plus 30 more damage. If you do, Feraligatr does 30 damage to itself.

Weakness: L

Retreat Cost: CC

Collector Number: 4/115

Rarity: H

Flareon

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Eevee

Illus. Naoyo Kimura

R Fire Dance 20

Search your discard pile for a {R} Energy card and attach it to 1 of your Pokémon.

CCC Multi Burn 40+

If Flareon has 3 or more different types of basic Energy cards attached to it, this attack does 40 damage plus 20 more damage and the Defending Pokémon is now Burned.

Weakness: W

Retreat Cost: C

Collector Number: 5/115

Rarity: H

Forretress

70 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Pineco

Illus. Aya Kusube

CC Spiky Shell 20

Put 3 damage counters on the Defending Pokémon at the end of your opponent's next turn.

MCCC Pop 100

Put 7 damage counters on Forretress. Move all Energy cards attached to Forretress to your Benched Pokémon in any way you like. (Ignore this effect if you don't have any Benched Pokémon.)

Weakness: R

Resistance: G
Retreat Cost: C
Collector Number: 6/115
Rarity: H

Houndoom

70 HP
Pokémon Type: R
Stage 1 Pokémon
Evolves from Houndour
Illus. Midori Harada

[Poké-Body] Lonesome

As long as you have less Pokémon in play than your opponent, your opponent can't play any Trainer cards (except for Supporter cards) from his or her hand.

CC **Tight Jaw** 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

RRC **Flamethrower** 70

Discard a {R} Energy attached to Houndoom.

Weakness: W

Retreat Cost: C

Collector Number: 7/115

Rarity: H

Jolteon

70 HP
Pokémon Type: L
Stage 1 Pokémon
Evolves from Eevee
Illus. Mitsuhiro Arita

L **Attract Current** 20

Flip a coin. If heads, search your deck for a {L} Energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

CCC **Multi Pulse** 40+

If Jolteon has 3 or more different types of basic Energy cards attached to it, this attack does 40 damage plus 20 more damage and the Defending Pokémon is now Confused.

Weakness: F

Resistance: M

Retreat Cost: 0

Collector Number: 8/115

Rarity: H

Meganium

100 HP
Pokémon Type: G
Stage 2 Pokémon

Evolves from Bayleef

Illus. Atsuko Nishida

[Poké-Body] Healing Aroma

As long as Meganium is your Active Pokémon, remove 1 damage counter from each Pokémon (excluding Pokémon-ex) (both yours and your opponent's) between turns.

GGC **Bouncy Move** 50+

You may put up to 5 damage counters on Meganium. If you do, this attack does 50 damage plus 10 more damage for each damage counter you put on Meganium in this way.

Weakness: R

Resistance: W

Retreat Cost: CCC

Collector Number: 9/115

Rarity: H

Octillery

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Remoraid

Illus. Naoyo Kimura

[Poké-Body] Super Suction Cups

As long as Octillery is your Active Pokémon, your opponent's Pokémon can't retreat.

C Standing By

Discard an Energy card attached to Octillery. During your next turn, Octillery's Pulse Blast attack's base damage is 120.

WC **Pulse Blast** 30

Weakness: L

Retreat Cost: C

Collector Number: 10/115

Rarity: H

Poliwrath

120 HP

Pokémon Type: F

Stage 2 Pokémon

Evolves from Poliwhirl

Illus. Hajime Kusajima

[Poké-Body] Spiral Swirl

If Poliwrath is your Active Pokémon and is Knocked Out by damage from an opponent's attack, the Attacking Pokémon is now Confused.

FC **Beatdown** 40+

If the Defending Pokémon is a {D} Pokémon or has Dark in its name, this attack does 40 damage plus 30 more damage.

WCC **Hyper Splash** 60+

If the Defending Pokémon is a Stage 2 Evolved Pokémon, this attack does 60 damage plus 30 more damage.

Weakness: P
Retreat Cost: CC
Collector Number: 11/115
Rarity: H

Porygon2

70 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Porygon
Illus. Kagemaru Himeno

[Poké-Power] 3-D Reset

As often as you like during your turn (before your attack), return a Pokémon Tool card attached to 1 of your Pokémon to your hand. This power can't be used if Porygon2 is affected by a Special Condition.

C Data Retrieval

If you have less than 8 cards in your hand, draw cards until you have 8 cards in your hand.

CCC Scramble Trip 40+

If Porygon2 has a Scramble Energy card attached to it, this attack does 40 damage plus 20 more damage and the Defending Pokémon is now Confused.

Weakness: F
Retreat Cost: C
Collector Number: 12/115
Rarity: H

Slowbro

80 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Slowpoke
Illus. Midori Harada

[Poké-Body] Dual Armor

As long as Slowbro has any {P} Energy attached to it, Slowbro is both {W} and {P} type.

C Parallel Gain 20

Remove 1 damage counter from each of your Pokémon (including Slowbro).

WCC Rolling Tackle 50

Weakness: G
Retreat Cost: CC
Collector Number: 13/115
Rarity: H

Slowking

70 HP
Pokémon Type: P
Stage 1 Pokémon

Evolves from Slowpoke

Illus. Midori Harada

[Poké-Power] Item Search

Once during your turn (before your attack), you may search your deck for a Pokémon Tool card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. This power can't be used if Slowing is affected by a Special Condition.

PC Aftermath 20+

Does 20 damage plus 10 more damage for each Pokémon Tool card in your discard pile. You can't add more than 60 damage in this way.

Weakness: G

Retreat Cost: C

Collector Number: 14/115

Rarity: H

Sudowoodo

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Tomokazu Komiya

C Copy

Choose 1 of the Defending Pokémon's attacks. Copy copies that attack. This attack does nothing if Sudowoodo doesn't have the Energy necessary to use that attack. (You must still do anything else required for that attack.) Sudowoodo performs that attack.

FCC Karate Chop 50-

Does 50 damage minus 10 damage for each damage counter on Sudowoodo.

Weakness: W

Retreat Cost: C

Collector Number: 15/115

Rarity: H

Sunflora

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Sunkern

Illus. Sumiyoshi Kizuki

G Dazzle Dance

Each Defending Pokémon is now Confused.

CC Green Blast 20+

Does 20 damage plus 10 more damage for each {G} Energy attached to all of your Pokémon.

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 16/115

Rarity: H

Typhlosion

110 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Quilava

Illus. Hajime Kusajima

[Poké-Body] Burning Aura

As long as Typhlosion is your Active Pokémon, put 1 damage counter on each Active Pokémon (both yours and your opponent's) between turns.

R Flickering Flames 20

The Defending Pokémon is now Asleep.

RCC Rage 50+

Does 50 damage plus 10 more damage for each damage counter on Typhlosion.

Weakness: W

Retreat Cost: C

Collector Number: 17/115

Rarity: H

Ursaring

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Teddiursa

Illus. Atsuko Nishida

[Poké-Body] Intimidating Ring

As long as Ursaring is your Active Pokémon, your opponent's Basic Pokémon can't attack or use any Poké-Powers.

CC Drag Off 20

Before doing damage, you may switch 1 of your opponent's Benched Pokémon with the Defending Pokémon. If you do, this attack does 20 damage to the new Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

CCC Rock Smash 40+

Flip a coin. If heads, this attack does 40 damage plus 20 more damage.

Weakness: F

Retreat Cost: CC

Collector Number: 18/115

Rarity: H

Vaporeon

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Eevee

Illus. Atsuko Nishida

W Aqua Supply 20

You may attach a basic Energy card from your hand to 1 of your Pokémon.

CCC Multi Bubble 40+

If Vaporeon has 3 or more different types of basic Energy cards attached to it, this attack does 40 damage plus 20 more damage and the Defending Pokémon is now Asleep.

Weakness: L

Retreat Cost: C

Collector Number: 19/115

Rarity: H

Chansey

90 HP

Pokémon Type: C

Basic Pokémon

Illus. Yukiko Baba

C Hyper Healing

Remove 1 damage counter and all Special Conditions from each of your Active Pokémon.

CC Double Tackle

Does 20 damage to each Defending Pokémon.

Weakness: F

Retreat Cost: CC

Collector Number: 20/115

Rarity: R

Cleffa

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Yuka Morii

[Poké-Power] Baby Evolution

Once during your turn (before your attack), you may put Clefairy from your hand onto Cleffa (this counts as evolving Cleffa) and remove all damage counters from Cleffa.

C Eeeeeek

Shuffle your hand into your deck, then draw 6 cards.

Weakness: F

Retreat Cost: C

Collector Number: 21/115

Rarity: R

Electabuzz

70 HP

Pokémon Type: L

Basic Pokémon

Illus. Mitsuhiro Arita

[Poké-Body] Stages of Evolution

As long as Electabuzz is an Evolved Pokémon, damage done by attacks from your opponent's Pokémon that has any Special Energy cards attached to it is reduced by 40 (after applying Weakness and Resistance).

LC Double Shock 10×

Flip 2 coins. This attack does 10 damage times the number of heads. If either of the coins is heads, the Defending Pokémon is now Paralyzed.

LCCC Luster Blast 70

Discard 3 Energy attached to Electabuzz.

Weakness: F

Retreat Cost: C

Collector Number: 22/115

Rarity: R

Elekid

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Yuka Morii

[Poké-Power] Baby Evolution

Once during your turn (before your attack), you may put Electabuzz from your hand onto Elekid (this counts as evolving Elekid) and remove all damage counters from Elekid.

C Magnetic Trip 10

If Low Pressure System is in play, the Defending Pokémon is now Confused.

Weakness: F

Retreat Cost: C

Collector Number: 23/115

Rarity: R

Hitmonchan

70 HP

Pokémon Type: F

Basic Pokémon

Illus. Hisao Nakamura

[Poké-Body] Stages of Evolution

As long as Hitmonchan is an Evolved Pokémon, Hitmonchan gets +30 HP.

FC Heavy Punch 10×

Does 10 damage times the number of your opponent's Benched Pokémon.

CCC Speedy Uppercut 50

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: 24/115

Rarity: R

Hitmonlee

60 HP

Pokémon Type: F

Basic Pokémon

Illus. Hisao Nakamura

[Poké-Body] Stages of Evolution

As long as Hitmonlee is an Evolved Pokémon, Hitmonlee's attacks do 20 more damage to your opponent's Pokémon (before applying Weakness and Resistance).

F Stretch Kick

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

FCC **Mega Kick** 40

Weakness: P

Retreat Cost: C

Collector Number: 25/115

Rarity: R

Hitmontop

70 HP

Pokémon Type: F

Basic Pokémon

Illus. Hisao Nakamura

[Poké-Body] Stages of Evolution

As long as Hitmontop is an Evolved Pokémon, is your Active Pokémon, and is damaged by an opponent's attack (even if Hitmontop is Knocked Out), put 2 damage counters on the Attacking Pokémon.

FC **Upward Kick** 20+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 20 damage plus 30 more damage.

CCCC **Spiral Kick** 50

Weakness: P

Retreat Cost: C

Collector Number: 26/115

Rarity: R

Ho-Oh

80 HP

Pokémon Type: R

Basic Pokémon

Illus. Kouki Saitou

CC **Gust** 20

RRCC **Sacred Fire**

Flip a coin. If heads, choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Weakness: W

Retreat Cost: CC
Collector Number: 27/115
Rarity: R

Jynx

70 HP
Pokémon Type: W
Basic Pokémon
Illus. Yukiko Baba

[Poké-Body] Stages of Evolution

As long as Jynx is an Evolved Pokémon, prevent all effects of opponent's attacks, except damage, done to Jynx, and Jynx has no Weakness.

C Freeze Light

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, the Defending Pokémon is now Burned.

WPC Pure Power

Put 4 damage counters on your opponent's Pokémon in any way you like.

Weakness: M

Retreat Cost: C
Collector Number: 28/115
Rarity: R

Lugia

80 HP
Pokémon Type: P
Basic Pokémon
Illus. Kouki Saitou
CCC Aeroblast 20+

Flip 2 coins. This attack does 20 damage plus 20 more damage for each heads.

Weakness: P

Retreat Cost: CC
Collector Number: 29/115
Rarity: R

Murkrow

70 HP
Pokémon Type: D
Basic Pokémon
Illus. Kouki Saitou

C Night Song

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. The new Defending Pokémon is now Asleep.

CC Plunder 20

Before doing damage, discard all Trainer cards attached to the Defending Pokémon.

Weakness: L
Resistance: F
Retreat Cost: C
Collector Number: 30/115
Rarity: R

Smoochum

50 HP
Pokémon Type: W
Basic Pokémon
Illus. Yuka Morii

[Poké-Power] Baby Evolution

Once during your turn (before your attack), you may put Jynx from your hand onto Smoochum (this counts as evolving Smoochum) and remove all damage counters from Smoochum.

C Blown Kiss

Put 1 damage counter on 1 of your opponent's Pokémon.

Weakness: M
Retreat Cost: C
Collector Number: 31/115
Rarity: R

Stantler

70 HP
Pokémon Type: C
Basic Pokémon
Illus. Atsuko Nishida

C Screechy Voice 10

If the Defending Pokémon is an Evolved Pokémon, the Defending Pokémon is now Confused.

CC Push Away 20

Look at your opponent's hand, choose a Trainer card you find there, and discard it.

Weakness: F
Retreat Cost: C
Collector Number: 32/115
Rarity: R

Tyrogue

40 HP
Pokémon Type: F
Basic Pokémon
Illus. Yuka Morii

[Poké-Power] Baby Evolution

Once during your turn (before your attack), you may put Hitmonlee, Hitmonchan, or Hitmontop from your hand onto Tyrogue (this counts as evolving Tyrogue) and remove all damage counters from Tyrogue.

C Desperate Punch 10×

Does 10 damage times the number of Pokémon in play your opponent has more than you.

Weakness: P

Retreat Cost: C

Collector Number: 33/115

Rarity: R

Aipom

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Sachiko Adachi

[Poké-Power] Snappy Move

Once during your turn (before your attack), if Aipom is on your Bench, you may draw a card. Then, discard all cards attached to Aipom and put Aipom on the bottom of your deck. You can't use more than 1 Snappy Move Poké-Power each turn.

C Snap Tail

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon.

(Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F

Retreat Cost: C

Collector Number: 34/115

Rarity: U

Bayleef

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Chikorita

Illus. Atsuko Nishida

C Soothing Scent 10

The Defending Pokémon is now Asleep.

GGC Razor Leaf 50

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 35/115

Rarity: U

Clefable

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Clefairy

Illus. Midori Harada

C Shining Fingers 10

The Defending Pokémon is now Asleep.

CC Extra Comet Punch 30+

During your next turn, Extra Comet Punch does 30 damage plus 30 more damage.

Weakness: F

Retreat Cost: C

Collector Number: 36/115

Rarity: U

Corsola

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

C Cry for Help

Search your deck for a {W} or {F} Pokémon (excluding Pokémon-ex), show it to your opponent, and put it into your hand. Shuffle your deck afterward.

W Double Attack

Choose 2 of your opponent's Benched Pokémon. This attack does 10 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: G

Retreat Cost: C

Collector Number: 37/115

Rarity: U

Croconaw

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Totodile

Illus. Masakazu Fukuda

CC Bite 20

WWC Aqua Sonic 50

This attack's damage isn't affected by Resistance.

Weakness: L

Retreat Cost: CC

Collector Number: 38/115

Rarity: U

Granbull

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Snubbull

Illus. Midori Harada

[Poké-Body] Intimidating Fang

As long as Granbull is your Active Pokémon, any damage done to your Pokémon by an opponent's attack is reduced by 10 (before applying Weakness and Resistance).

CC Crushing Blow 30

Flip a coin. If heads, discard an Energy attached to the Defending Pokémon.

CCCC Double Lariat 50×

Flip 2 coins. This attack does 50 damage times the number of heads.

Weakness: F

Retreat Cost: CC

Collector Number: 39/115

Rarity: U

Lanturn

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Chinchou

Illus. Hajime Kusajima

L Energy Stream 20

Search your discard pile for a basic Energy card and attach it to Lanturn.

CCC Take Down 50

Lanturn does 10 damage to itself.

Weakness: F

Retreat Cost: C

Collector Number: 40/115

Rarity: U

Magcargo

80 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Slugma

Illus. Tomokazu Komiya

[Poké-Body] Dual Armor

As long as Magcargo has any {F} Energy attached to it, Magcargo is both {R} and {F} type.

RC Smokescreen 30

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

RCC Extra Flame 40+

If the Defending Pokémon is Pokémon-ex, this attack does 40 damage plus 30 more damage.

Weakness: W

Retreat Cost: CC
Collector Number: 41/115
Rarity: U

Miltank

60 HP
Pokémon Type: C
Basic Pokémon
Illus. Tomokazu Komiya

[Poké-Body] Thick Fat

Any damage done to Miltank by attacks from {R} Pokémon and {W} Pokémon is reduced by 30 (after applying Weakness and Resistance).

C Healing Milk

Flip 2 coins. For each heads, remove 2 damage counters from 1 of your Pokémon.

CC Body Slam 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: F

Retreat Cost: C

Collector Number: 42/115

Rarity: U

Noctowl

70 HP
Pokémon Type: C
Stage 1 Pokémon
Evolves from Hoothoot
Illus. Mitsuhiro Arita

C Spearhead

Draw 3 cards.

CC Surprise 30

Choose 1 card from your opponent's hand without looking. Look at the card you chose, then have your opponent shuffle that card into his or her deck.

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 43/115

Rarity: U

Quagsire

80 HP
Pokémon Type: F
Stage 1 Pokémon
Evolves from Wooper
Illus. Kagemaru Himeno

[Poké-Body] Dense

Any damage done to Quagsire by attacks from your opponent's Evolved Pokémon is reduced by 20 (after applying Weakness and Resistance).

C Mud Shot 20

FCC Rock Hurl 50

This attack's damage isn't affected by Resistance.

Weakness: G

Retreat Cost: CC

Collector Number: 44/115

Rarity: U

Quilava

70 HP

Pokémon Type: R

Stage 1 Pokémon

Evolves from Cyndaquil

Illus. Hajime Kusajima

RC Smokescreen 20

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

CCC Tackle 40

Weakness: W

Retreat Cost: C

Collector Number: 45/115

Rarity: U

Scyther

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Hajime Kusajima

C Twin Play

Search your deck for up to 2 in any combination of Scyther and Scyther ex and put them onto your Bench. Shuffle your deck afterward.

CC Agility 20

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Scyther during your opponent's next turn.

Weakness: R

Retreat Cost: C

Collector Number: 46/115

Rarity: U

Shuckle

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Miki Tanaka

[Poké-Body] Extra-tight

Prevent all damage done to Shuckle by attacks from your opponent's Pokémon-ex.

GC Toxic

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

Weakness: R

Retreat Cost: C

Collector Number: 47/115

Rarity: U

Smeargle

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Sumiyoshi Kizuki

[Poké-Power] Makeover

Once during your turn (before your attack), you may discard a basic Energy card attached to 1 of your Pokémon (excluding Pokémon-ex). If you do, search your discard pile for a basic Energy card (excluding the one you discarded) and attach it to that Pokémon. This power can't be used if Smeargle is affected by a Special Condition.

C Split Spiral Punch 10

Flip a coin. If heads, the Defending Pokémon is now Confused.

Weakness: F

Retreat Cost: C

Collector Number: 48/115

Rarity: U

Xatu

80 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Natu

Illus. Masakazu Fukuda

PC Telekinesis

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

PCC Psyshock 40

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: P

Retreat Cost: C

Collector Number: 49/115

Rarity: U

Yanma

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagemaru Himeno

C Grand Loop

Draw 2 cards. You may switch Yanma with 1 of your Benched Pokémon.

GC Spinning Tail

Flip a coin. If heads, this attack does 20 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: R

Retreat Cost: C

Collector Number: 50/115

Rarity: U

Chikorita

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

C Headbutt 10

GC Razor Leaf 20

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 51/115

Rarity: C

Chinchou

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Hajime Kusajima

C Thunder Wave

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

L Razor Fin 10

Weakness: F

Retreat Cost: C

Collector Number: 52/115

Rarity: C

Clefairy

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

C Pound 10

CC Lullaby 10

The Defending Pokémon is now Asleep.

Weakness: F

Retreat Cost: C

Collector Number: 53/115

Rarity: C

Cyndaquil

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Hajime Kusajima

C Paralyzing Gaze

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

RC Fireworks 30

Flip a coin. If tails, discard a {R} Energy card attached to Cyndaquil.

Weakness: W

Retreat Cost: C

Collector Number: 54/115

Rarity: C

Eevee

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Miki Tanaka

[Poké-Power] Energy Evolution

Whenever you attach an Energy card from your hand to Eevee, you may search your deck for a card that evolves from Eevee that is the same type as the Energy card you attached to Eevee. Put that card onto Eevee. (This counts as evolving Eevee.) Shuffle your deck afterward. This power can't be used when you attach an Energy card to Eevee as part of an attack's effect.

C Tail Whap 10

Weakness: F

Retreat Cost: C

Collector Number: 55/115

Rarity: C

Flaaffy

80 HP

Pokémon Type: L

Stage 1 Pokémon

Evolves from Mareep

Illus. Kyoko Umemoto

C Thunder Wave 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

LCC Thunder 50

Flaaffy does 10 damage to itself.

Weakness: F

Resistance: M

Retreat Cost: C

Collector Number: 56/115

Rarity: C

Gligar

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Mitsuhiro Arita

[Poké-Body] Free Flight

If Gligar has no Energy attached to it, Gligar's Retreat Cost is 0.

F Toxic Grip 10

The Defending Pokémon is now Poisoned.

Weakness: L

Retreat Cost: C

Collector Number: 57/115

Rarity: C

Gloom

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Oddish

Illus. Kouki Saitou

GC Poisonpowder 20

The Defending Pokémon is now Poisoned.

Weakness: P

Retreat Cost: C

Collector Number: 58/115

Rarity: C

Hoothoot

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Mitsuhiro Arita

C Confuse Ray

Flip a coin. If heads, the Defending Pokémon is now Confused.

CC **Peck** 20
Weakness: L
Resistance: F
Retreat Cost: C
Collector Number: 59/115
Rarity: C

Houndour

50 HP
Pokémon Type: R
Basic Pokémon
Illus. Kagemaru Himeno
R **Smog**
The Defending Pokémon is now Poisoned.
Weakness: W
Retreat Cost: C
Collector Number: 60/115
Rarity: C

Larvitar

50 HP
Pokémon Type: F
Basic Pokémon
Illus. Aya Kusube
F **Retaliate** 10×
Does 10 damage times the number of damage counters on Larvitar.
CC **Tackle** 20
Weakness: G
Retreat Cost: C
Collector Number: 61/115
Rarity: C

Mareep

50 HP
Pokémon Type: L
Basic Pokémon
Illus. Kyoko Umemoto
L **Tackle** 10
Weakness: F
Resistance: M
Retreat Cost: C
Collector Number: 62/115
Rarity: C

Natu

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Masakazu Fukuda

C Telekinesis

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon.

This attack's damage isn't affected by Weakness or Resistance.

Weakness: P

Retreat Cost: C

Collector Number: 63/115

Rarity: C

Oddish

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Kouki Saitou

G Stun Spore 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: P

Retreat Cost: C

Collector Number: 64/115

Rarity: C

Onix

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Yukiko Baba

C Dig Deep

Search your discard pile for an Energy card, show it to your opponent, and put it into your hand.

CC Mud Slap 20

Weakness: W

Retreat Cost: CCC

Collector Number: 65/115

Rarity: C

Pineco

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Aya Kusube

C Ram 10

Weakness: R
Retreat Cost: C
Collector Number: 66/115
Rarity: C

Poliwag

50 HP
Pokémon Type: W
Basic Pokémon
Illus. Kagemaru Himeno
C Hypnosis
The Defending Pokémon is now Asleep.
W Wave Splash 10
Weakness: L
Retreat Cost: C
Collector Number: 67/115
Rarity: C

Poliwhirl

70 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Poliwag
Illus. Miki Tanaka
CC Energy Ball 30+
Does 30 damage plus 10 more damage for each Energy attached to Poliwhirl but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.
Weakness: L
Retreat Cost: C
Collector Number: 68/115
Rarity: C

Porygon

50 HP
Pokémon Type: C
Basic Pokémon
Illus. Kagemaru Himeno
C 3-D Attack 10×
Flip 3 coins. This attack does 10 damage times the number of heads.
Weakness: F
Retreat Cost: C
Collector Number: 69/115
Rarity: C

Pupitar

70 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Larvitar

Illus. Aya Kusube

CC Slash 20

FFC Rock Throw 40

Weakness: G

Retreat Cost: 0

Collector Number: 70/115

Rarity: C

Remoraid

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Sachiko Adachi

C Call for Family

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

C Splash 10

Weakness: L

Retreat Cost: C

Collector Number: 71/115

Rarity: C

Slowpoke

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Midori Harada

C Fishing Tail

Search your discard pile for a Basic Pokémon, Evolution card, or basic Energy card, show it to your opponent, and put it into your hand.

CC Trip Over 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

Weakness: P

Retreat Cost: C

Collector Number: 72/115

Rarity: C

Slugma

40 HP

Pokémon Type: R

Basic Pokémon

Illus. Tomokazu Komiya

C Yawn

The Defending Pokémon is now Asleep.

C Headbutt 10

Weakness: W

Retreat Cost: C

Collector Number: 73/115

Rarity: C

Snubbull

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Midori Harada

C Lick 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: F

Retreat Cost: C

Collector Number: 74/115

Rarity: C

Spinarak

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Sachiko Adachi

G Stun Poison

Flip a coin. If heads, the Defending Pokémon is now Paralyzed and Poisoned.

CC Pierce 20

Weakness: P

Retreat Cost: C

Collector Number: 75/115

Rarity: C

Sunkern

40 HP

Pokémon Type: G

Basic Pokémon

Illus. Sumiyoshi Kizuki

C Minor Errand-Running

Search your deck for a basic Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

GC Rollout 20

Weakness: R

Resistance: W
Retreat Cost: C
Collector Number: 76/115
Rarity: C

Teddiursa

40 HP
Pokémon Type: C
Basic Pokémon
Illus. Naoyo Kimura
C **Teary Eyes**

During your opponent's next turn, any damage done to Teddiursa by attacks is reduced by 20 (after applying Weakness and Resistance).

C **Scratch** 10
Weakness: F
Retreat Cost: C
Collector Number: 77/115
Rarity: C

Totodile

50 HP
Pokémon Type: W
Basic Pokémon
Illus. Masakazu Fukuda

C Splatter

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Weakness: L
Retreat Cost: C
Collector Number: 78/115
Rarity: C

Wooper

50 HP
Pokémon Type: F
Basic Pokémon
Illus. Kagemaru Himeno
C **Mud Shot** 10
CC **Tail Whap** 20
Weakness: G
Retreat Cost: C
Collector Number: 79/115
Rarity: C

Curse Powder

Trainer card [Pokémon Tool]

Illus. Ryo Ueda

Attach Curse Powder to 1 of your Evolved Pokémon (excluding Pokémon-ex) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Curse Powder is attached to is a Basic Pokémon or Pokémon-ex, discard Curse Powder.

If the Pokémon that Curse Powder is attached to is your Active Pokémon and is Knocked Out by damage from an opponent's attack, put 3 damage counters on the Attacking Pokémon.

Collector Number: 80/115

Rarity: U

Energy Recycle System

Trainer

Illus. Zu-Ka

Search your discard pile for basic Energy cards. You may either show 1 basic Energy card to your opponent and put it into your hand, or show 3 basic Energy cards to your opponent and shuffle them into your deck.

Collector Number: 81/115

Rarity: U

Energy Removal 2

Trainer

Illus. Keiji Kinebuchi

Flip a coin. If heads, choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

Collector Number: 82/115

Rarity: U

Energy Root

Trainer card [Pokémon Tool]

Illus. Ryo Ueda

Attach Energy Root to 1 of your Pokémon (excluding Pokémon-ex and Pokémon that has Dark or an owner in its name) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Energy Root is attached to is Pokémon-ex or has Dark or an owner in its name, discard Energy Root.

As long as Energy Root is attached to a Pokémon, that Pokémon gets +20 HP and can't use any Poké-Powers or Poké-Bodies.

Collector Number: 83/115

Rarity: U

Energy Switch

Trainer

Illus. Ken Ikuji

Move a basic Energy card attached to 1 of your Pokémon to another of your Pokémon.
Collector Number: 84/115
Rarity: U

Fluffy Berry

Trainer card [Pokémon Tool]

Illus. Ryo Ueda

Attach Fluffy Berry to 1 of your Pokémon (excluding Pokémon-ex and Pokémon that has Dark or an owner in its name) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Fluffy Berry is attached to is Pokémon-ex or has Dark or an owner in its name, discard Fluffy Berry.

As long as Fluffy Berry is attached to a Pokémon, that Pokémon's Retreat Cost is 0.

Collector Number: 85/115

Rarity: U

Mary's Request

Trainer card [Supporter]

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Draw a card. If you don't have any Stage 2 Evolved Pokémon in play, draw 2 more cards.

Collector Number: 86/115

Rarity: U

Poké Ball

Trainer

Illus. Shin-ichi Yoshikawa

Flip a coin. If heads, search your deck for a Basic Pokémon or Evolution card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Collector Number: 87/115

Rarity: U

Pokémon Reversal

Trainer

Illus. Hiromichi Sugiyama

Flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Collector Number: 88/115

Rarity: U

Professor Elm's Training Method

Trainer card [Supporter]

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for an Evolution card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Collector Number: 89/115

Rarity: U

Protective Orb

Trainer card [Pokémon Tool]

Illus. Ryo Ueda

Attach Protective Orb to 1 of your Evolved Pokémon (excluding Pokémon-ex) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Protective Orb is attached to is a Basic Pokémon or Pokémon-ex, discard Protective Orb.

As long as Protective Orb is attached to a Pokémon, that Pokémon has no Weakness.

Collector Number: 90/115

Rarity: U

Sitrus Berry

Trainer card [Pokémon Tool]

Illus. Ryo Ueda

Attach Sitrus Berry to 1 of your Pokémon (excluding Pokémon-ex and Pokémon that has Dark or an owner in its name) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Sitrus Berry is attached to is Pokémon-ex or has Dark or an owner in its name, discard Sitrus Berry.

At any time between turns, if the Pokémon this card is attached to has at least 3 damage counters on it, remove 3 damage counters from it. Then, discard Sitrus Berry.

Collector Number: 91/115

Rarity: U

Solid Rage

Trainer card [Pokémon Tool]

Illus. Ryo Ueda

Attach Solid Rage to 1 of your Evolved Pokémon (excluding Pokémon-ex) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Solid Rage is attached to is a Basic Pokémon or Pokémon-ex, discard Solid Rage.

If you have more Prize cards left than your opponent, the Pokémon that Solid Rage is attached to does 20 more damage to the Active Pokémon (before applying Weakness and Resistance).

Collector Number: 92/115

Rarity: U

Warp Point

Trainer

Illus. Keiji Kinebuchi

Your opponent switches 1 of his or her Defending Pokémon with 1 of his or her Benched Pokémon, if any. You switch 1 of your Active Pokémon with 1 of your Benched Pokémon, if any.

Collector Number: 93/115

Rarity: U

Energy Search

Trainer

Illus. Kai Ishikawa

Search your deck for a basic Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Collector Number: 94/115

Rarity: C

Potion

Trainer

Illus. Shin-ichi Yoshikawa

Remove 2 damage counters from 1 of your Pokémon (remove 1 damage counter if that Pokémon has only 1).

Collector Number: 95/115

Rarity: C

Darkness Energy

Special Energy

Illus. Milky Isobe

If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance). Ignore this effect unless the Attacking Pokémon is {D} or has Dark in its name. Darkness Energy provides {D} Energy. (Doesn't count as a basic Energy card.)

Collector Number: 96/115

Rarity: R

Metal Energy

Special Energy

Illus. Milky Isobe

Damage done by attacks to the Pokémon that Metal Energy is attached to is reduced by 10 (after applying Weakness and Resistance). Ignore this effect if the Pokémon that Metal Energy is attached to isn't {M}. Metal Energy provides {M} Energy. (Doesn't count as a basic Energy card.)

Collector Number: 97/115

Rarity: R

Boost Energy

Special Energy

Illus. Shin-ichi Yoshikawa

Boost Energy can be attached only to an Evolved Pokémon. Discard Boost Energy at the end of the turn it was attached. Boost Energy provides {C}{C}{C} Energy. The Pokémon Boost Energy is attached to can't retreat. If the Pokémon Boost Energy is attached to isn't an Evolved Pokémon, discard Boost Energy.

Collector Number: 98/115

Rarity: U

Cyclone Energy

Special Energy

Illus. Shin-ichi Yoshikawa

Cyclone Energy provides {C} Energy. When you attach this card from your hand to your Active Pokémon, switch 1 of the Defending Pokémon with 1 of your opponent's Benched Pokémon. Your opponent chooses the Benched Pokémon to switch.

Collector Number: 99/115

Rarity: U

Warp Energy

Special Energy

Illus. Shin-ichi Yoshikawa

Warp Energy provides {C} Energy. When you attach this card from your hand to your Active Pokémon, switch that Pokémon with 1 of your Benched Pokémon.

Collector Number: 100/115

Rarity: U

Blissey ex

160 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Chansey or Chansey ex

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Power] Blissful Support

Once during your turn, when you play Blissey ex from your hand to evolve 1 of your Pokémon, you may discard all Energy cards attached to any number of your Pokémon and remove all damage counters from those Pokémon.

C Energy Absorption

Attach up to 3 Energy cards from your discard pile to Blissey ex.

CCCC **Rollout** 60

Weakness: F

Retreat Cost: C

Collector Number: 101/115

Rarity: R-EX

Espeon ex

110 HP

Pokémon Type: P

Stage 1 Pokémon

Evolves from Eevee

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Power] Devo Flash

Once during your turn, when you play Espeon ex from your hand to evolve 1 of your Pokémon, you may choose 1 Evolved Pokémon on your opponent's Bench, remove the highest Stage Evolution card from that Pokémon, and put it back into his or her hand.

CC Snap Tail

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon.

(Don't apply Weakness and Resistance for Benched Pokémon.)

PCC **Psyloop** 60+

Does 60 damage plus 30 more damage for each Trainer card your opponent has in play.

Weakness: P

Retreat Cost: 0

Collector Number: 102/115

Rarity: R-EX

Feraligatr ex

150 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Croconaw

Illus. Hikaru Koike

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Overpowering Fang

As long as Feraligatr ex is your Active Pokémon, each player's Pokémon (excluding Pokémon-ex) can't use any Poké-Powers or Poké-Bodies.

WC **Tsunami** 30

Does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

WCCC **Sore Spot** 70+

Does 70 damage plus 10 more damage for each damage counter on the Defending Pokémon.

Weakness: L

Retreat Cost: CCC

Collector Number: 103/115

Rarity: R-EX

Ho-Oh ex

110 HP

Pokémon Type: R

Basic Pokémon

Illus. Mitsuhiro Arita

[Pokémon ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Power] Golden Wing

If Ho-Oh ex would be Knocked Out by damage from an opponent's attack, you may move up to 2 Energy attached to Ho-Oh ex to your Pokémon in any way you like.

CCC Rainbow Burn 10+

Does 10 damage plus 20 more damage for each type of basic Energy card attached to Ho-Oh ex.

Weakness: W

Retreat Cost: CC

Collector Number: 104/115

Rarity: R-EX

Lugia ex

100 HP

Pokémon Type: C

Basic Pokémon

Illus. Hikaru Koike

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Silver Sparkle

If Lugia ex is your Active Pokémon and is damaged by an opponent's attack (even if Lugia ex is Knocked Out), flip a coin. If heads, choose an Energy card attached to the Attacking Pokémon and return it to your opponent's hand.

RWL Elemental Blast 200

Discard a {R} Energy, {W} Energy, and {L} Energy attached to Lugia ex.

Weakness: P

Resistance: F

Retreat Cost: C

Collector Number: 105/115

Rarity: R-EX

Meganium ex

150 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Bayleef

Illus. Ryo Ueda

[Pokémon -ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Power] Nurture and Heal

Once during your turn (before your attack), you may attach a {G} Energy card from your hand to 1 of your Pokémon. If you do, remove 1 damage counter from that Pokémon.

This power can't be used if Meganium ex is affected by a Special Condition.

CCC Razor Leaf 50

GGCCC Power Poison 90

Discard 1 Energy attached to Meganium ex. The Defending Pokémon is now Poisoned.

Weakness: GR

Resistance: W

Retreat Cost: CC

Collector Number: 106/115

Rarity: R-EX

Politoed ex

150 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Poliwhirl

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

WC Upward Lick

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. If that Pokémon is a Stage 2 Evolved Pokémon, this attack does 50 damage instead. (Don't apply Weakness and Resistance for Benched Pokémon.)

CCC Punch and Run 40

Switch Politoed ex with 1 of your Benched Pokémon.

WWCC Swallow Up 70

Before doing damage, count the remaining HP of the Defending Pokémon and Politoed ex. If the Defending Pokémon has fewer remaining HP than Politoed ex's, this attack does 120 damage instead.

Weakness: G

Retreat Cost: CCC

Collector Number: 107/115

Rarity: R-EX

Scizor ex

120 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Scyther or Scyther ex

Illus. Mitsuhiro Arita

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Danger Perception

As long as Scizor ex's remaining HP is 60 or less, Scizor ex does 40 more damage to the Defending Pokémon (before applying Weakness and Resistance).

MC Steel Wing 40

During your opponent's next turn, any damage done to Scizor ex by attacks is reduced by 20 (after applying Weakness and Resistance).

CCC Cross-Cut 50+

If the Defending Pokémon is an Evolved Pokémon, this attack does 50 damage plus 30 more damage.

Weakness: R

Resistance: G

Retreat Cost: C

Collector Number: 108/115

Rarity: R-EX

Steelix ex

150 HP

Pokémon Type: M

Stage 1 Pokémon

Evolves from Onix

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Poison Resistance

Steelix ex can't be Poisoned.

MCC Metal Charge 70

Put 1 damage counter on Steelix ex.

FFCC Mudslide

Discard 2 {F} Energy attached to Steelix ex and choose 1 of your opponent's Pokémon.

This attack does 100 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: RF

Resistance: GL

Retreat Cost: CCCCC

Collector Number: 109/115

Rarity: R-EX

Typhlosion ex

150 HP

Pokémon Type: R

Stage 2 Pokémon

Evolves from Quilava

Illus. Mitsuhiro Arita

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Power] Bursting Up

Once during your turn, when you play Typhlosion ex from your hand to evolve 1 of your Pokémon, count the number of your opponent's Benched Pokémon. You may search your deck for up to that number of {R} Energy cards and attach them to 1 of your {R} Pokémon. Shuffle your deck afterward.

RRCC Kindle 80

Discard an Energy card attached to Typhlosion ex and then discard an Energy card attached to the Defending Pokémon.

Weakness: WF

Retreat Cost: C

Collector Number: 110/115

Rarity: R-EX

Tyranitar ex

160 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Pupitar

Illus. Mitsuhiro Arita

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

F Shatter 30

Discard any Stadium card in play.

CC Derail 30

Discard a Special Energy card, if any, attached to the Defending Pokémon.

FDC Mix-Up 70

Your opponent discards the top card of his or her deck.

FDDC Losing Control 120

Discard the top 3 cards of your deck.

Weakness: GF

Resistance: P

Retreat Cost: CC

Collector Number: 111/115

Rarity: R-EX

Umbreon ex

110 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Eevee

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Power] Darker Ring

Once during your turn (before your attack), when you play Umbreon ex from your hand to evolve 1 of your Pokémon, switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

C Black Cry 20

The Defending Pokémon can't retreat or use any Poké-Powers during your opponent's next turn.

DCC Darkness Fang 60

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 112/115

Rarity: R-EX

Entei ☆

80 HP

Pokémon Type: R

Basic [star] Pokémon

Illus. Masakazu Fukuda

[Pokémon ☆ rule]

You can't have more than 1 Pokémon [star] in your deck.

RC Burning Turn 20

Switch Entei [star] with 1 of your Benched Pokémon.

RRR Detonation 70

If you have less Prize cards left than your opponent, discard the top 10 cards from your deck.

Weakness: W

Retreat Cost: C

Collector Number: 113/115

Rarity: R-HS

Raikou ☆

80 HP

Pokémon Type: L

Basic [star] Pokémon

Illus. Masakazu Fukuda

[Pokémon ☆ rule]

You can't have more than 1 Pokémon [star] in your deck.

LC Lightning Turn 20

Switch Raikou [star] with 1 of your Benched Pokémon.

LLL Meta Voltage 70

If you have less Prize cards left than your opponent, this attack does 40 damage to each of your Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F

Retreat Cost: C

Collector Number: 114/115

Rarity: R-HS

Suicune ☆

80 HP

Pokémon Type: W

Basic [star] Pokémon

Illus. Masakazu Fukuda

[Pokémon☆ rule]

You can't have more than 1 Pokémon [star] in your deck.

WC Splashing Turn 20

Switch Suicune [star] with 1 of your Benched Pokémon.

WWW Cross Wind 70

If you have less Prize cards left than your opponent, discard all Energy cards attached to all of your Pokémon.

Weakness: L

Retreat Cost: C

Collector Number: 115/115

Rarity: R-HS

Rocket's Persian ex

100 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Rocket's Meowth

Illus. Mitsuhiro Arita

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Power] Night Cry

Once during your turn, if Rocket's Persian ex is on your Bench, you may search your deck for a Pokémon with Dark or Rocket's in its name. Show it to your opponent and put it into your hand. Shuffle your deck afterward.

CCC Toxic Claws 20

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on the Defending Pokémon between turns.

Weakness: F

Retreat Cost: C

Collector Number: 116/115

Rarity: R-EX

Celebi ex

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Ryo Ueda

[Pokémon-ex rule]

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

G Spiral Leaf

Flip a coin. If heads, put 1 damage counter on each of your opponent's Pokémon. If tails, remove 1 damage counter from each of your Pokémon.

GC Time Trap 30

Flip a coin. If heads, look at the top 4 cards of your opponent's deck, and put them back on top of your opponent's deck in any order. If tails, look at the top 4 cards of your deck, and put them back on top of your deck in any order.

Weakness: R

Retreat Cost: C

Collector Number: 117/115

Rarity: R-EX

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Shin-ichi Yoshikawa

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

CC Hidden Power

Search your deck for up to 2 Supporter cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Weakness: P

Retreat Cost: C

Collector Number: A/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Shin-ichi Yoshikawa

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

CCC Hidden Power

Count the number of cards in your opponent's hand. Put that many damage counters on the Defending Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: B/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Shin-ichi Yoshikawa

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power

Search your opponent's discard pile for a Supporter card and use the effect of that card as the effect of this attack. (The Supporter card remains in your opponent's discard pile.)

Weakness: P

Retreat Cost: C

Collector Number: C/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Shin-ichi Yoshikawa

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power

Flip a coin. If heads, choose 1 of either player's Evolved Pokémon, remove the highest Stage Evolution card from that Pokémon, and put it into that player's hand.

Weakness: P

Retreat Cost: C

Collector Number: D/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Shin-ichi Yoshikawa

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power

If your opponent's Bench isn't full, look at his or her hand. Choose 1 Basic Pokémon you find there and put it onto your opponent's Bench. Then, switch it with the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Weakness: P

Retreat Cost: C

Collector Number: E/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Shin-ichi Yoshikawa

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PC Hidden Power 10

Flip 3 coins. If 1 of them is heads, the Defending Pokémon is now Asleep. If 2 of them are heads, the Defending Pokémon is now Confused. If all of them are heads, the Defending Pokémon is now Paralyzed.

Weakness: P

Retreat Cost: C

Collector Number: F/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Shin-ichi Yoshikawa

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top

of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-
Power each turn.

CC Hidden Power

Count the number of your Pokémon that have any damage counters on them. Put that
many damage counters on the Defending Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: G/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Shin-ichi Yoshikawa

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown
and switch it with Unown. (Any cards attached to Unown, damage counters, Special
Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top
of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-
Power each turn.

C Hidden Power

Search your deck for up to 2 Pokémon Tool cards and attach them to any of your
Pokémon (excluding Pokémon that already have a Pokémon Tool attached to them).
Shuffle your deck afterward.

Weakness: P

Retreat Cost: C

Collector Number: H/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown
and switch it with Unown. (Any cards attached to Unown, damage counters, Special
Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top
of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-
Power each turn.

PC Hidden Power

Switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your
opponent chooses the Defending Pokémon to switch. The new Defending Pokémon is
now Burned and Confused.

Weakness: P

Retreat Cost: C
Collector Number: I/28
Rarity: H

Unown

60 HP
Pokémon Type: P
Basic Pokémon
Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power

Flip a coin. If heads, switch all damage counters on Unown with those on the Defending Pokémon. (If an effect of this attack is prevented, this attack does nothing.)

Weakness: P
Retreat Cost: C
Collector Number: J/28
Rarity: H

Unown

60 HP
Pokémon Type: P
Basic Pokémon
Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PC Hidden Power 20

You may discard any Stadium card in play.

Weakness: P
Retreat Cost: C
Collector Number: K/28
Rarity: H

Unown

60 HP
Pokémon Type: P
Basic Pokémon

Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PC Hidden Power

Flip a coin. If heads, put damage counters on the Defending Pokémon until it is 10 HP away from being Knocked Out.

Weakness: P

Retreat Cost: C

Collector Number: L/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

P Hidden Power

Search your deck for a card that evolves from 1 of your Pokémon and put it on that Pokémon. (This counts as evolving that Pokémon.) If you do, put 1 damage counter on Unown. Shuffle your deck afterward.

Weakness: P

Retreat Cost: C

Collector Number: M/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power

Remove 5 damage counters from Unown. (All if there are less than 5.)

Weakness: P

Retreat Cost: C

Collector Number: N/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PC Hidden Power 20

Return Unown and all Energy cards attached to it to your hand.

Weakness: P

Retreat Cost: C

Collector Number: O/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

CC Hidden Power

Put 1 damage counter on each of your opponent's Pokémon that already has damage counters on it.

Weakness: P

Retreat Cost: C

Collector Number: P/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power

Search your deck for up to 3 different types of basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Weakness: P

Retreat Cost: C

Collector Number: Q/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

CC Hidden Power

Flip a coin. If heads, your opponent returns the Defending Pokémon and all cards attached to it to his or her hand. (If your opponent doesn't have any Benched Pokémon or other Active Pokémon, this attack does nothing.)

Weakness: P

Retreat Cost: C

Collector Number: R/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Nakaoka

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PP Hidden Power

If the Defending Pokémon has a Poké-Power or a Poké-Body, choose up to 2 basic Energy cards attached to 1 of your opponent's Pokémon and attach them to the Defending Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: S/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

CC Hidden Power

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Weakness: P

Retreat Cost: 1

Collector Number: T/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PC Hidden Power 10

Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Weakness: P

Retreat Cost: C

Collector Number: U/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PCC **Hidden Power** 20+

Does 20 damage plus 10 more damage for each Basic Pokémon and each Evolution card in your discard pile. You can't add more than 60 damage in this way.

Weakness: P

Retreat Cost: C

Collector Number: V/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PC **Hidden Power** 20

Flip a coin. If heads, search your discard pile for a card, show it to your opponent, and put it on top of your deck.

Weakness: P

Retreat Cost: C

Collector Number: W/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

PC Hidden Power 20×

Flip a coin until you get tails. This attack does 20 damage times the number of heads.

Weakness: P

Retreat Cost: C

Collector Number: X/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power 10

The Defending Pokémon is now Asleep.

Weakness: P

Retreat Cost: C

Collector Number: Y/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top

of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

P Hidden Power

Does 20 damage to each Pokémon that has any Poké-Powers or Poké-Bodies (both yours and your opponent's). Don't apply Weakness or Resistance.

Weakness: P

Retreat Cost: C

Collector Number: Z/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power

Flip a coin. If heads, put 2 damage counters on 1 of your opponent's Pokémon. If tails, put 2 damage counters on 1 of your Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: !/28

Rarity: H

Unown

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Kyoko Koizumi

[Poké-Power] Shuffle

Once during your turn (before your attack), you may search your deck for another Unown and switch it with Unown. (Any cards attached to Unown, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Unown on top of your deck. Shuffle your deck afterward. You can't use more than 1 Shuffle Poké-Power each turn.

C Hidden Power

Choose a card from your hand and put it face down. Your opponent guesses if that card is a Pokémon, Trainer, or Energy card. Reveal the card. If your opponent guessed wrong, draw 2 cards. Put the card back into your hand.

Weakness: P

Retreat Cost: C

Collector Number: ?/28

Rarity: H